



Name _____ Class _____ Date _____

AFTER THIS WORKSHEET YOU CAN

✓ Move with arrow keys ✓ Block walking through walls ✓ Detect reaching the goal ✓ Design a maze backdrop



Section A · Concept Check

• BEGINNER

4 × 1 = 4

- 1 Wall collision uses:
☐ A. touching colour ? ☐ B. volume ☐ C. timer
☐ D. x position
- 2 If the player touches a wall, they should:
☐ A. speed up ☐ B. bounce back / not pass
☐ C. win ☐ D. disappear
- 3 Reaching the goal is detected by:
☐ A. touching the goal sprite ☐ B. a loud sound
☐ C. waiting ☐ D. score = 0
- 4 The maze itself is usually:
☐ A. a backdrop drawing ☐ B. a sound
☐ C. a variable ☐ D. a broadcast



Section B · Problem Solving

• INTERMEDIATE

2 + 3 × 3 = 11

- 5 Detect walls with touching ?.
- 6 On touching a wall, move to undo the step.
- 7 Move up when up-arrow pressed.

- 8 Stop the player passing through blue walls.

- 9 What happens at the goal?



Section C · Challenge

• CHALLENGE

5

- 10 Why draw walls in ONE colour?



Reflection — the most useful thing I learned: _____

A ___/4 B ___/11 C ___/5 Total ___/20

Teacher's Signature

Parent's Signature

⌘ ANSWER KEY — FOLD OR CUT BEFORE HANDING OUT

1-A 2-B 3-A 4-A | 5 color 6 back(wards) 7 = when up arrow pressed - change y by 10 8 = if touching blue? then move back (change by the opposite amount) 9 = say 'You win!' / next level backdrop | 10 = So touching-color detection works reliably